# RELAYER

## Software User Manual

Software Version 1.0

EN 150623

RELAYER

UVI

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# Introduction

## Relayer
### Precision Creative Delay

An advanced creative engine housed in an intuitive and easy to use interface, Relayer represents a new benchmark for digital delay effects. Relayer was designed from the ground-up to provide an efficient and inspiring workflow that enables users to dial in everything from basic delays to radical rhythmic multi-effects with speed, precision and natural musicality.

Relayer was designed with a unique set of features that make it remarkably versatile, producing everything from simple delay effects to pure sonic decimation. Despite its diverse capabilities, Relayer is extremely easy to understand and use. A single UI screen elegantly presents global and modulated parameters and a dynamic patch visualizer, giving you clear, time-based graphical representation of your current settings. You'll find Relayer incredibly easy to master and it's dynamic feedback will help you achieve even the most complex sounds effortlessly.

At Relayer's core is a variable multi-tap engine, providing up to 32 delay lines. Delay times are initially set with a typical free or host-synced time parameter and then modulated by swing and warp controls, allowing for quick and easy bouncing ball-style effects. By clicking through the central tabs, Relayer reveals a number of per-tap modulation editors for an unprecedented level of control and flexibility. Explore and experiment with each section as you need it, exercising precise control over time, gain, pan and 2 variable multi-effect units. Freely draw sequences for each parameter or use the built-in presets and listen as your sound modulates over time, then tweak and transform to taste.

Relayer functions exceptionally well in both studio and live settings. A playable Input Gate allows you to feed the delay with signal momentarily, perfect for adding dub-outs, builds or deconstructions to your performances or applying delay to specific lyrics with ease and precision. Master low and high-cut filters along with discrete wet and dry controls provide many creative mixing options, and even at high repeat values Relayer provides rock-solid and CPU efficient performance making it a reliable force in the most demanding environments.

In addition to the two multi-effect units, Relayer includes a unique Color section that can process your sound through a wide range of custom, high-quality IRs. Choose from a variety of dedicated instrument amps, discrete effect amplifiers or lo-fi devices like hand-held radios, laptop speakers or telephones to immediately change the character of your sound. The effect can range from adding a subtle layer of dirt to a complete and dramatic alteration of the perceived sound source.

Both an efficient utility and powerful creative mangler, Relayer is a versatile and inspiring musical effect. Its unique combination of features, incredible sound quality and easy to master interface help to make it an indispensable tool, both live and in the studio.

Relayer is compatible with current versions of all major DAWs on both Mac and Windows platforms (VST, AU and AAX). A single license includes 3 activations that can be used on any combination of individual computer systems or iLok keys.

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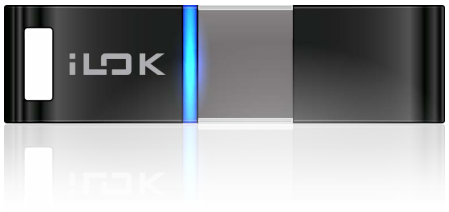
# System Requirements

### Compatibility
Audio Units, VST, AAX

### Minimum System Requirements
- Intel CPU
- 4 GB of RAM
- 400 MB of disk space
- Mac OS X 10.7 or higher
- iLok account (free, dongle not required)

### Compatibility
VST, AAX

### Minimum System Requirements
- Core Duo or faster
- 4 GB of RAM
- 400 MB of disk space
- Windows 7 or higher
- iLok account (free, dongle not required)




## Authorize the Way You Want

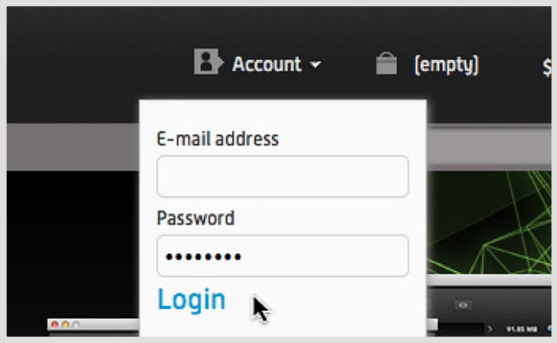
Your license allows 3 concurrent authorizations on any combination of computers and iLok dongles.
License management is a simple drag-and-drop process done through iLok License Manager.
Visit ilok.com/ to download iLok License Manager and create your free account.

# Step 1 Register Your Serial Number

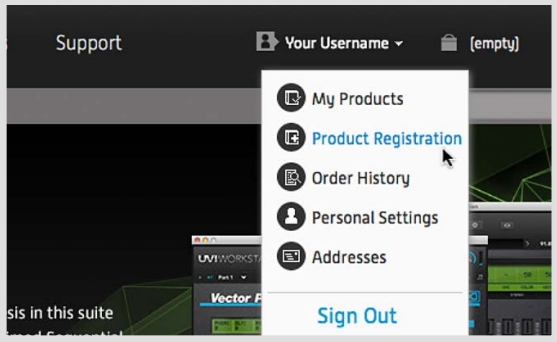


- You must have an account on uvi.net/ and ilok.com/ prior to registration
- If you purchased a **physical version** of this product, your serial number is located on the inside of the box
- If you purchased an **electronic version** of this product, your serial number will be included in a confirmation email
- You can see a list of the products you've registered and their serial numbers anytime at uvi.net/my-products

1. Login to your account on uvi.net/

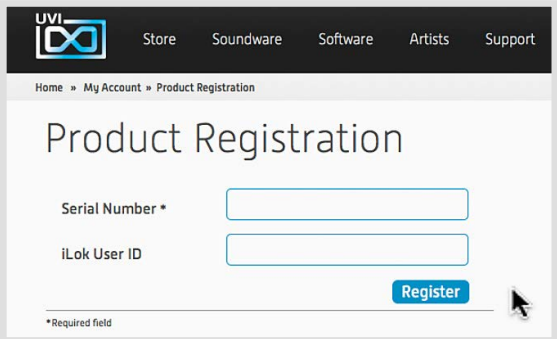



2. Navigate to the 'Product Registration' page




3. Enter your details and click 'Register'

   Upon completion a new license will be deposited in your iLok account



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# Step 2 Activate Your License

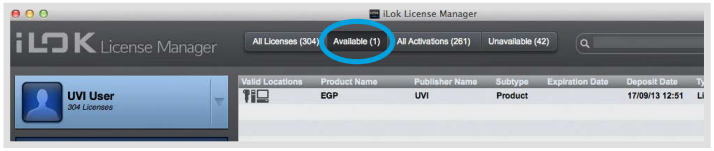


- iLok License Manager is required for activation, download the newest version at ilok.com/ilm.html
- Your license allows up to 3 concurrent activations on any combination of iLok dongles and computers
- Activations can be moved between devices at anytime

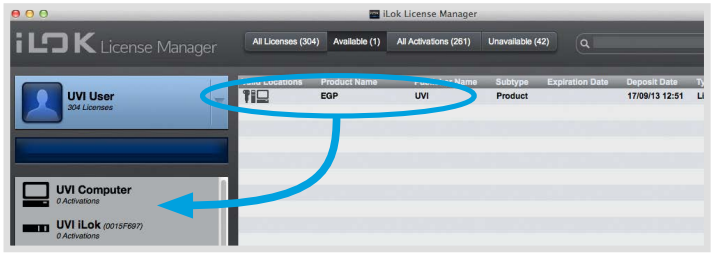
1. Launch iLok License Manager

2. Login to your account

3. Click the 'Available' tab

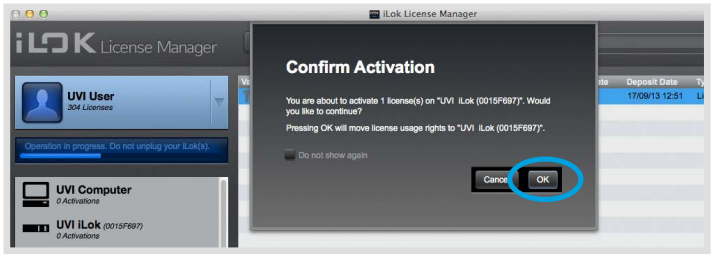



4. Drag the license to your computer or an iLok dongle




5. Click 'Ok' to confirm the activation

   The process is complete, your device is now authorized




» To see how many authorizations you have left simply select the license and click 'Show Details'

» To deactivate your license, right-click it and select 'Deactivate' — doing so will return your license to the 'Available' tab

# Interface: Menu Bar

**1 Menu Toggle**

Toggle the drop-down menu on/off

» Load and Save Relayer presets

» Factory Presets

» User Presets

**2 Preset Name**

**3 Next / Previous Preset**

Quickly move through the presets

» Buttons appear when you move the cursor over the menu bar

**4 A/B Snapshot**

Use to store two different plugin states for A/B comparison

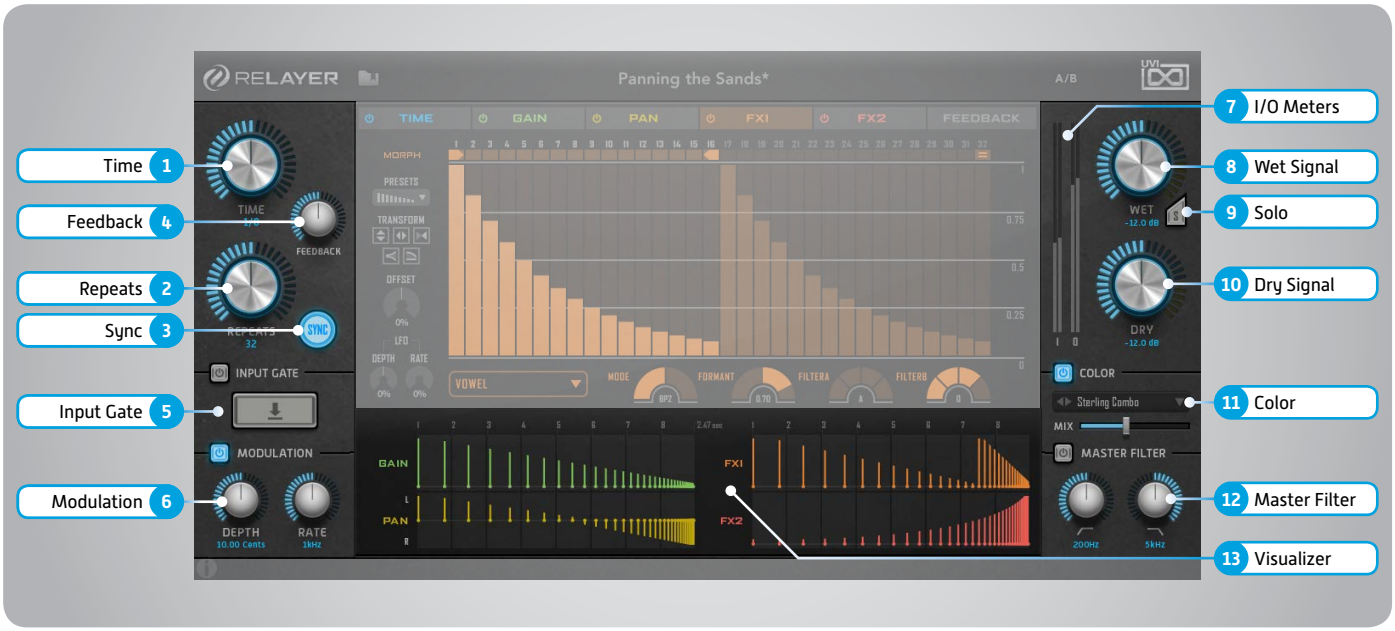
» Initial Click: Stores current state to memory A

» Following Clicks: Stores current state in bank A (resp B) and loads the previous state from bank B (resp A)

**5 Tool Tips**

Display instructions for any parameter by mousing over it

# Interface: Globals and Mix Controls




**1 Time**
Set the time between consecutive taps in MS [beat ratio when **SYNC** is active]

**2 Repeats**
Set the number of active taps

**3 Sync**
Syncs **TIME** parameter to host tempo

**4 Feedback**
Set amount of processed signal fed back into the delay

**5 Input Gate**
» **On/Off**
» **Trigger**
Press to let input signal enter the delay

**6 Modulation**
» **On/Off**
» **Depth (in cents)**
Set the modulation amount in cents
» **Rate [multiplier]**
Controls the rate of modulation

**7 I/O Meters**

**8 Wet Signal**
Amount of effected signal passed to Relayer's output

**9 Solo [Wet Signal]**
Mutes dry signal output

**10 Dry Signal**
Amount of uneffected input signal passed directly to Relayer's output

**11 Color**
Processes output signal with a user selectable IR
» **On/Off**
» **Impulse Response Menu**
Select the IR model
» **Mix Amount**
Amount of dry/wet signal output

**12 Master Filter**
» **On/Off**
» **High-Pass Filter Frequency**
Adjust filter frequency (12 dB/octave)
» **Low-Pass Filter Frequency**
Adjust filter frequency (12 dB/octave)

**13 Visualizer**
Dynamic real-time visualization shows time between taps (including swing, warp and time modulation effects) and per-tap modulation values of Gain, Pan, FX1 and FX2

# Interface: Editor Globals

## 1 Power / Tabs

» **Power Buttons**
Click to turn the respective modulation sequencers on/off

» **Tabs**
Click to change the current editor between Time, Gain, Pan, FX1, FX2 and Feedback

## 2 Target Param

Display name of the modulations target parameter [current step and value displayed below when editing]

## 3 Preset Menu

Erases current modulation sequence and applies a user selectable preset shape (sequence is mapped within the current Mod Range)

## 4 Transforms

» **Vertical Offset**
Click-drag to move step values up/down

» **Horizontal Offset**
Click-drag to move steps left/right

» **Horizontal Flip**
Click to flip modulation sequence

» **Scale**
Click-drag to scale modulation sequence
+ Ctrl = fine control

» **Skew**
Click-drag to skew modulation sequence from left-to-right
+ Ctrl = fine control
+ Shift = skew from right-to-left

Note: hit ESCAPE during click-drag edits to reset transform

## 5 Mod Range

Modify first and last step index to create shorter looping sequences

## 6 Flatten Loop

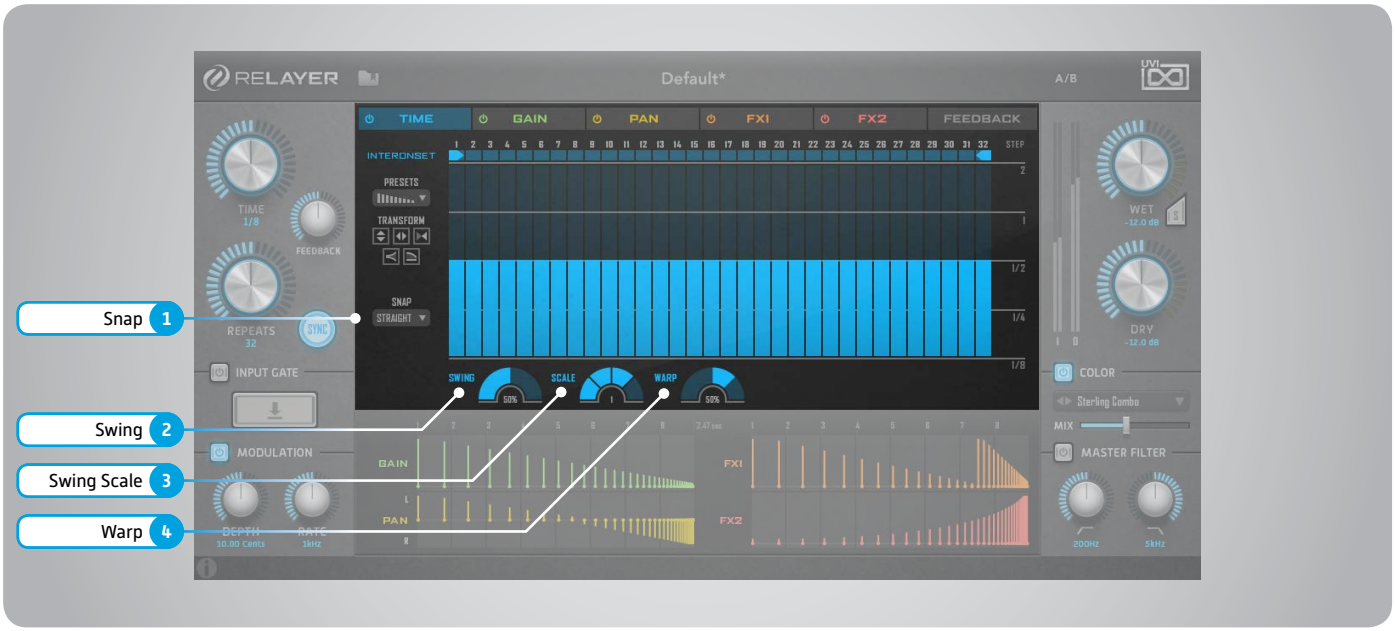
If a custom Mod Range is set, makes looped steps editable

## 7 Mod Editor

Click-drag to draw custom modulation sequences

## 8 Param Range [y-axis labels]

# Interface: Time Editor




**TIME**

Use the Warp and Swing controls to create global shifts in tap time distribution for weighted rhythms or bouncing ball effects, or adjust inter-tap time multipliers with the modulation sequencer for completely customizable delay patterns.

Changes to time can be seen in real-time via the Visualizer.

**1 Snap**

Modulation sequencer snap modes:

- **Straight**
- **Triplet**
- **Dotted**
- **All**
- **Free [none]**

**2 Swing**

Inter-tap swing amount
(+/-200%)

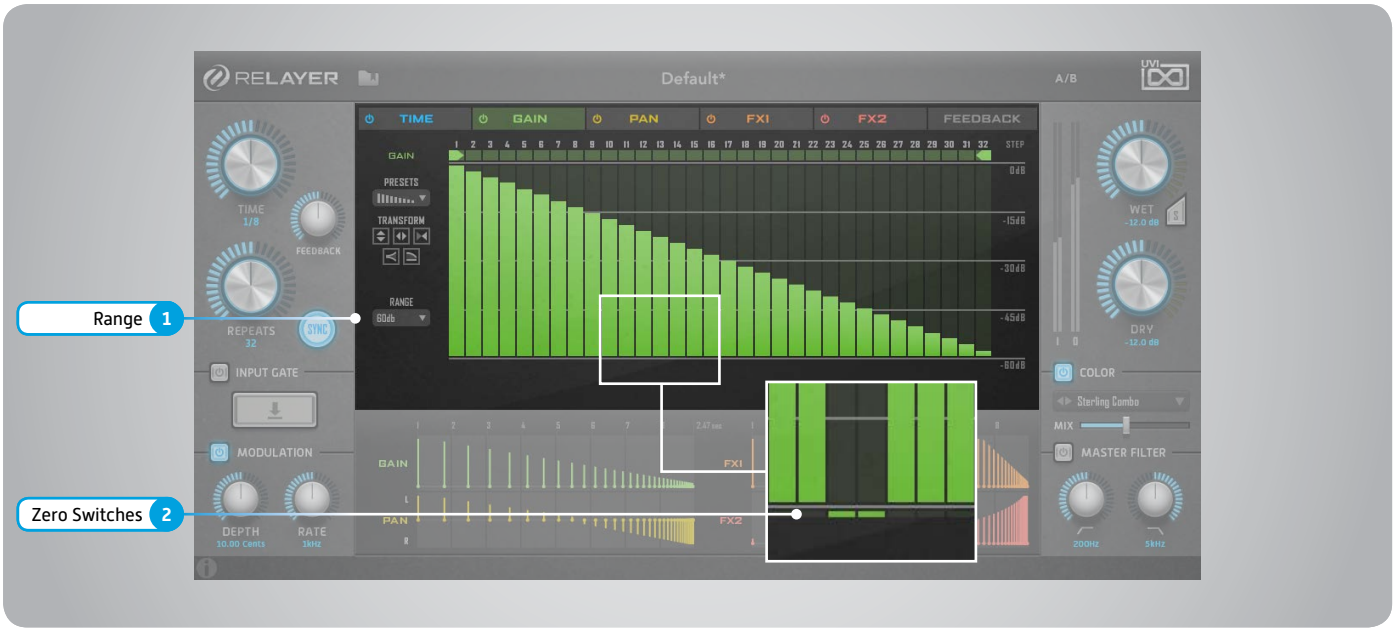
**3 Swing Scale**

Adjust the swing time base
(x.25, x.5, x1, x2)

**4 Warp**

Warp delay times from linear distribution to logarithmic in or logarithmic out

# Interface: Gain Editor




**GAIN**

Use the Gain modulation sequencer to change the level of each delayed signal. Gain range can be customized to suit the need for subtle or extreme gain changes.

**1 Range**

Set the modulation sequencers range at either -24 dB or -60 dB

**2 Zero Switches**

Click to set the step to -∞ gain

Note: can also enable by click-dragging a step below the bottom axes

# Interface: Pan Editor

**PAN**

Use the Gain modulation sequencer to change the level of each delayed signal. Gain range can be customized to suit the need for subtle or extreme gain changes. Spread and Width controls can be edited to independently change the distance between left and right points and the overall width of the stereo field.

Spread makes an excellent automation target for gradually adding stereo effects to your delay.

**1 Spread**

Globally increase or decrease the distance between far left and right modulation points by 0-200%

**2 Width**

Add a delay to the weaker of the two channels (up to 10ms) to create the perception of a wider stereo field

# Interface: FX1 / FX2 Editor

**FX1 / FX2**

FX1 and FX2 each allow modulation of a user-selectable effect. Choose between a biquad filter, comb filter, vowel filter, wahwah effect, a bit and sample frequency reducer and a waveshaper.

Each effect has a unique modulation target for its step sequencer. For the Biquad and Comb filters it's cutoff frequency, the Vowel filter allows modulation between user-selectable vowel shapes, WahWah is effect strength, Redux targets the sample frequency (down to 200Hz) and the WaveShaper modulates drive amount.

**1 Offset**

Shift graph values up/down [+/-100%]

**2 LFO**

Apply a sine wave LFO to the graph values

**3 Effects:**

**Biquad Filter**

TRGT: CUTOFF FREQ [20Hz - 20kHz]

- **Mode** [HP, LP, BP, Notch]
- **Q** [0-100%]

**Comb Filter**

TRGT: CUTOFF FREQ [20Hz - 20kHz]

- **Mode** [+/-]
- **Q** [0-100%]

**Vowel Filter**

TRGT: MORPH [Vowel A - B]

- **Mode** [LP2, BP2, HP2]
- **Formant** [+/-1]
- **Vowel A** [A, E, I, O, U]
- **Vowel B** [A, E, I, O, U]

**WahWah**

TRGT: WAH AMOUNT [0-100%]

- **Model:** Default, Cry, Cry B, Cry C, Vox, Vox M, Bass
- **Drive** [0-100%]
- **Master** [-inf to 20dB]

**Redux**

TRGT: SAMPLE FREQ [200Hz - ]

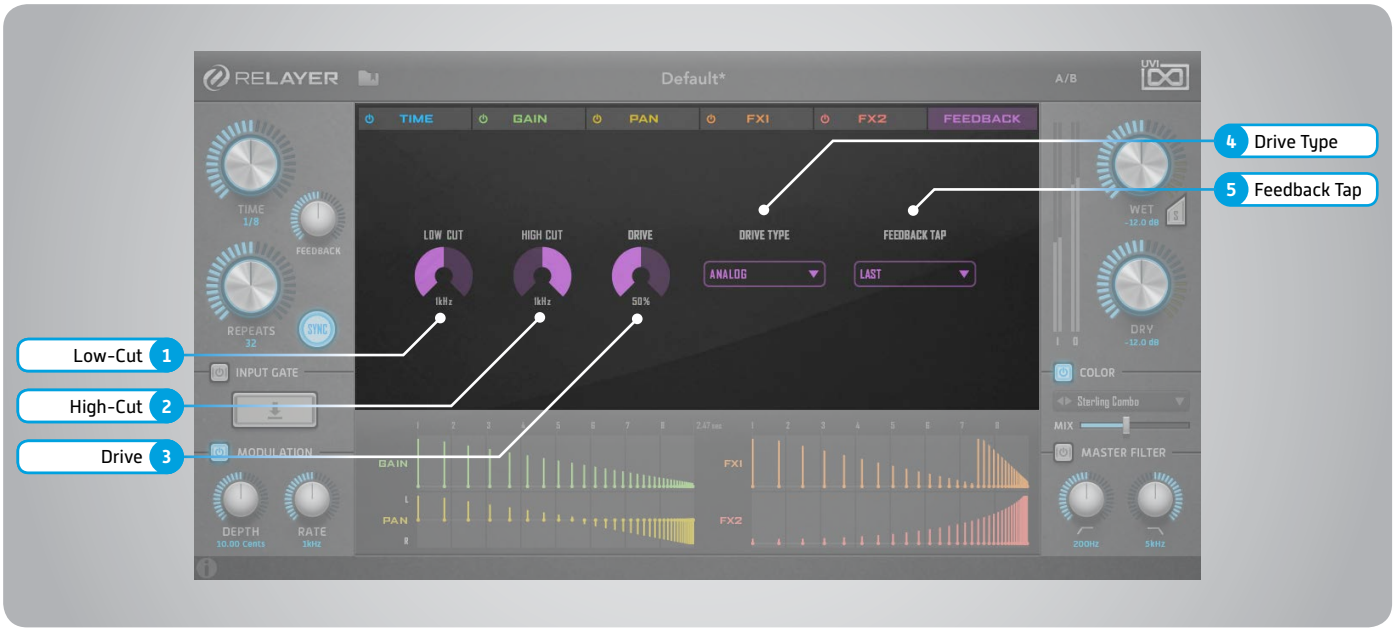
- **Bits** [1-32]
- **Jitter** [0-100%]

**WaveShaper**

TRGT: DRIVE AMOUNT [0-100% ]

- **Mode** [Tanh, Fold, Sine]
- **Mix** [0-100%]
- **In** [+/-40dB]
- **Out** [+/-40dB]

# Interface: Feedback Tab




**FEEDBACK**

The Feedback tab allows you to process the Feedback signal before it's reinjected to the delay via. the Feedback Knob on the main panel. Additionally you can select precisely which tap you want the Feedback signal to reinject at (as either an explicit tap number or Last).

**1 Low-Cut Filter Frequency**
[20Hz - 20kHz]

**2 High-Cut Filter Frequency**
[20Hz - 20kHz]

**3 Drive Amount**
[0-100%]

**4 Drive Type**
[Analog, Tape or Tube]

**5 Feedback Tap**
[Explicit tap number or LAST]

# ProTools

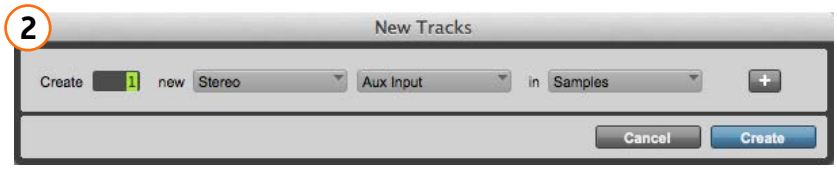
In the following example we'll load Relayer onto an Aux track in Avid ProTools 11 and route signal to it:

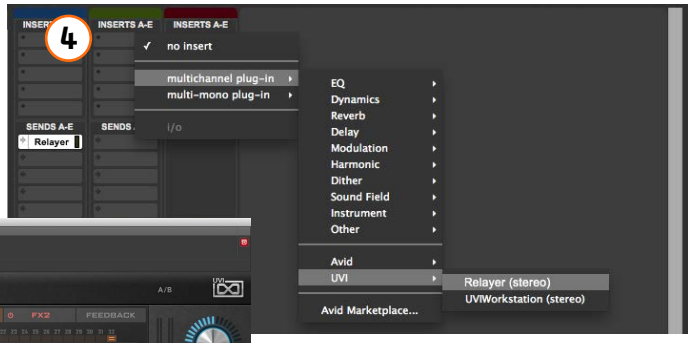
- 1. Click on a Send slots of your track to open the routing menu—then select an empty bus *(named Relayer here)*
- 2. Create an Aux stereo track
- 3. Click on the Input menu of your new Aux track and assign 'Relayer' as the input source
- 4. Click on one of the Insert slots on your new Aux track and select 'UVI / Relayer' from the plugin menu
- 5. Set the amount of signal to send into Relayer

Now let's check to see if Relayer is getting signal..

- 6. Click on 'Relayer' and open the editor
- 7. In the Relayer editor we can see the signal meters showing input signal on the left, and output signal on the right

*(For more information on using plugins in your DAW, please consult the appropriate user manual)*





# Live

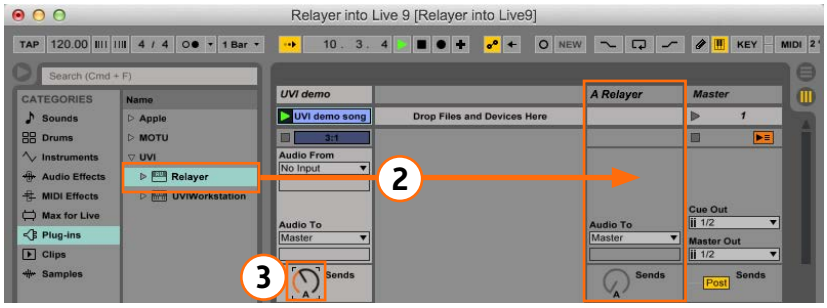
In the following example we'll load Relayer onto a Return track in Ableton Live 9 and route signal to it:

- 1. In the 'Categories' column select 'Plug-ins', then click the expand arrow next to 'UVI'
- 2. Drag 'Relayer' from the plug-in list onto a Return track, in this example we'll choose the 'A Return' track
- 3. Send some signal to the Return track by cranking up the 'Send' pot on one of your tracks

Now let's check to see if Relayer is getting signal..

- 4. Click on the 'A Return' track
- 5. Click on the wrench icon of Relayer
- 6. In the Relayer editor we can see the signal meters showing input signal on the left, and output signal on the right

*(For more information on using plugins in your DAW, please consult the appropriate user manual)*



# Digital Performer

In the following example we'll load Relayer onto an Aux Track in MOTU Digital Performer 8 and route signal to it:

- 1. Click on an empty Send slot of your track

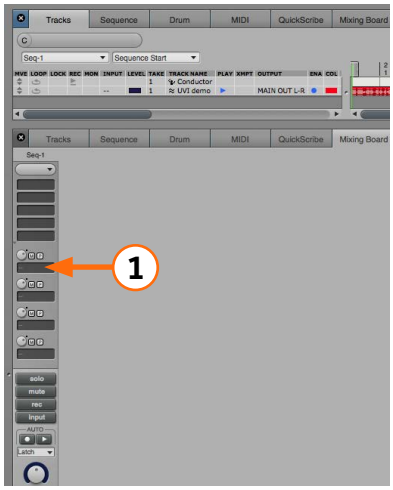
- 2. Select a bus to route signal to from your source track—in this case a stereo bus, *bus 1-2*

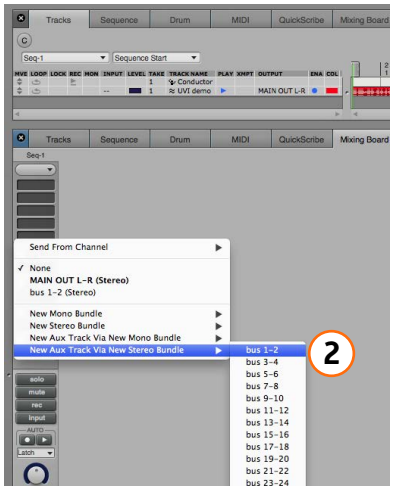
- 3. Click in one of the empty plugin slots on your new Aux track and choose 'UVI / Relayer' from the menu

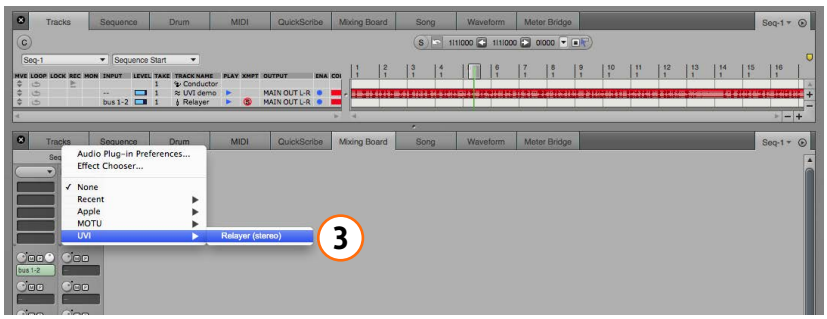
Now let's check to see if Relayer is getting signal..

- 4 Click on 'Relayer' and open the editor
- 5. In the Relayer editor we can see the signal meters showing input signal on the left, and output signal on the right

*(For more information on using plugins in your DAW, please consult the appropriate user manual)*



# Logic

In the following example we'll load Relayer onto an Aux Track in Apple Logic X and route signal to it:

- 1. Click on an empty Send slot of your track

- 2. Select a bus to route signal to from your source track—in this case *Bus 1*

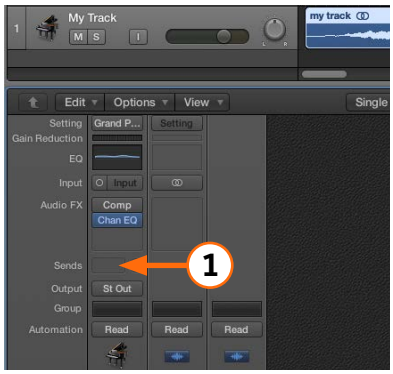
- 3. Adjust the send knob so that signal is being sent to the new Aux track

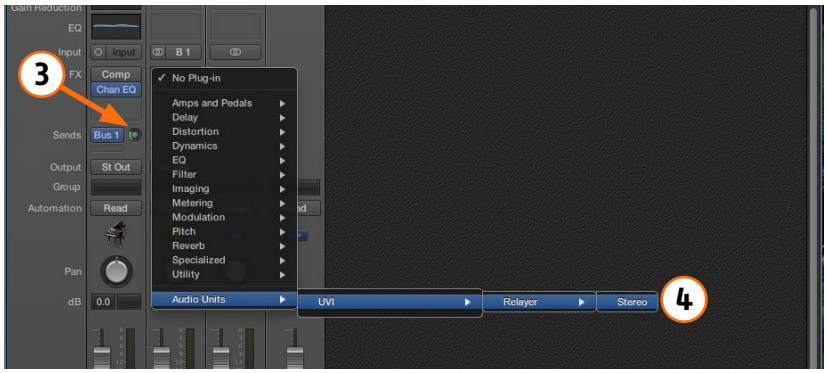
- 4. Click in one of the empty plugin slots on your new Aux track and choose 'Audio Units / UVI / Relayer / Stereo' from the menu

Now let's check to see if Relayer is getting signal..

- 5. In the Relayer editor we can see the signal meters showing input signal on the left, and output signal on the right

*(For more information on using plugins in your DAW, please consult the appropriate user manual)*





# Cubase

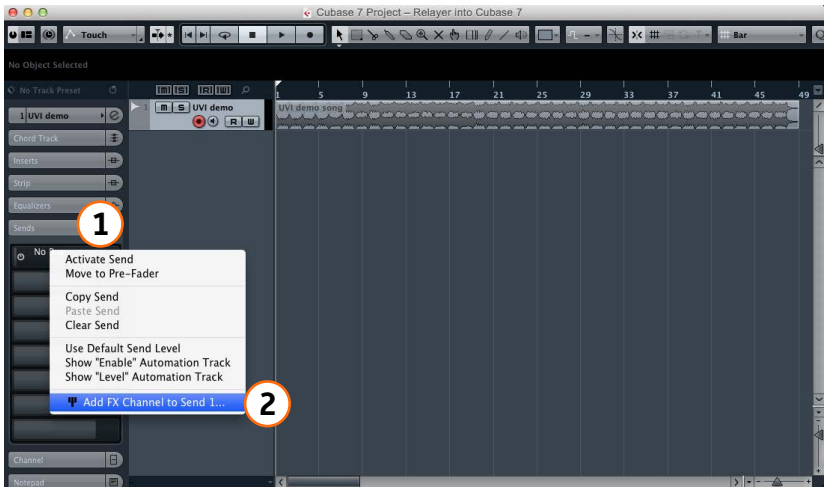
In the following example we'll load Relayer onto an FX Send in Steinberg Cubase 7 and route signal to it:

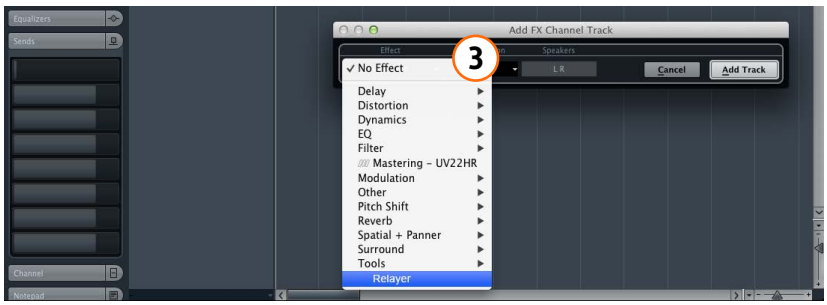
- 1. Click on the 'Sends' tab of your track
- 2. Click in one of the empty Send slots and choose 'Add FX Channel to Send 1...'
- 3. Under the 'Effects' menu, choose Relayer
- 4. Set the amount of signal to send into Relayer

Now let's check to see if Relayer is getting signal..

- 5. Click on 'Relayer' and open the editor
- 6. In the Relayer editor we can see the signal meters showing input signal on the left, and output signal on the right

*(For more information on using plugins in your DAW, please consult the appropriate user manual)*

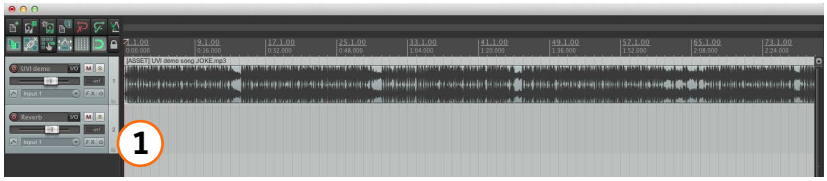


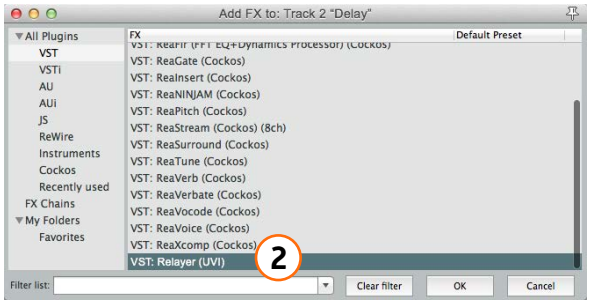
# Reaper

In the following example we'll load Relayer onto a track in Cockos Reaper 4 and route signal to it.
Here we have two tracks set up, one with our source signal and a second to act as an Aux for Relayer:

- 1. Click on the 'FX' tab of the Aux track, *track 2 here*

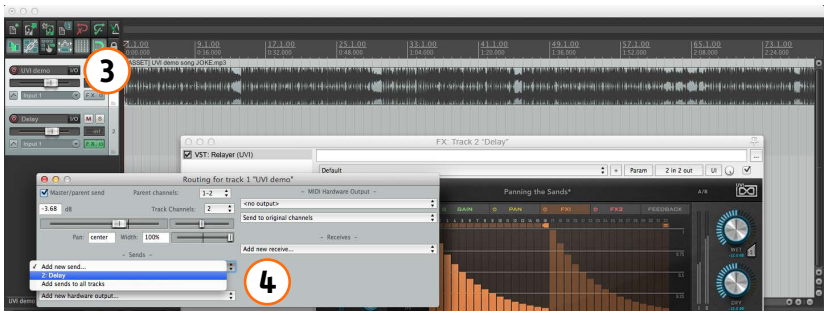



- 2. Select 'Relayer' from the 'Add FX' menu




- 3. Click the 'I/O' button on the source track

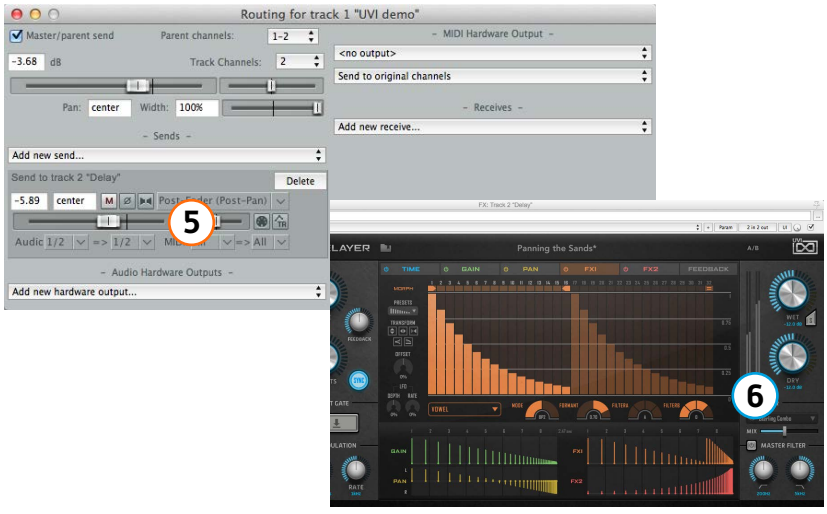
- 4. A Routing options menu will appear, add a Send to the track with Relayer on it - this will allow us to route signal from track 1 to track 2




- 5. Set the amount of signal to send

Now let's check to see if Relayer is getting signal..

- 6. In the Relayer editor we can see the signal meters showing input signal on the left, and output signal on the right




*(For more information on using plugins in your DAW, please consult the appropriate user manual)*

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# RELAYER

## Credits and Thanks

**Produced by UVI**

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